

WARHAMMER ARMIES

ORCS & GOBLINS

Orcs and their smaller cousins the Goblins are ferocious raiders and relentless warriors whose ceaseless attacks are always threatening to engulf the entire Old World into eternal warfare. What seems to keep everyone from being overrun by greenskins is the fact that Orcs and Goblins tend to constantly fight amongst themselves.

Warfare is so ingrained into the Orc and Goblin nature that, if they can't find anyone else to fight, they will gladly battle it out against each other. Many are the Orc Warlords that have watched their unstoppable hordes stop attacking the enemy and begin to fight between tribes. Occasionally a powerful Warlord gathers many tribes into one force. These massive invasions are known as a Waa-Orc or simply a Waaagh! Fortunately these disasters are few and far between, or else there would be no civilization left in the Old World.

DA BOYZ

The standard Orc infantry, known as "da boyz" are tough and in game terms are relatively cheap points-wise. That means it is not hard to construct large, formidable units! The largest and toughest Orcs in a tribe are called Big 'Uns. These Orcs band together to form a single elite unit that is invariably the best armed and armoured in the whole army.

Most Orc Warlords don't pass up the chance to include Black Orcs in their army. Black Orcs come from the eastern side of the World's Edge Mountains and they are bigger, tougher, and stronger than the average boyz. Well led, and disciplined (rare amongst Orcs!) Black Orcs are not subject to the animosity rules that make other units occasionally lose focus and bash it out with fellow greenskins! Because of their scarcity, Orc armies may only field one unit of Black Orcs!

Some Orcs have turned their backs on technology altogether - these fierce, barbaric warriors are known as Savage Orcs. Shunning armour in favour of protective tattoos (it sounds silly, but it works since they believe it!) Savage Orcs prefer to fight with weapons in each hand - "So ya can club 'em more!"

GOBLINS

Goblins are smaller, weaker, and far more numerous than even the Orcs. It can be safely said that the Goblins are also quite a bit more intelligent than their larger cousins.

One-on-one Goblins don't win many fights, but Goblins are extremely low in points, and so great fighting mobs can be gathered to overwhelm the foe with a green tide.

Like Orcs, there are several types of Goblins, each with their own special troops and abilities. The Night Goblins live underground in the ruins of the old Dwarf Kingdoms. There, in the darkness, they have learned to train the Cave Squigs (giant beasts composed almost entirely of teeth and muscle!) and brew the deadly fungus beer that empowers the Goblin Fanatics - crazed loonies that whirl haphazardly across the game board. These troops appear comical until one plows a bloody path through your unit!

Forest Goblins live in the wildest and most remote forests of the Empire. Here the Forest Goblins train Giant Spiders to ride to battle. Still other Goblins travel nomadically across the plains, constantly battling other tribes and even riding atop Giant Wolves. Which brings us to the next section...

ORC AND GOBLIN CAVALRY

Orc and Goblin cavalry are nearly as varied as the infantry. Certainly the most powerful are the Orc and Savage Orc Boarboyz. The war boar is a ferocious animal, as big as a horse, and much more dangerous. On a charge a boar's tusks can rip through even the best armour.

Goblin Wolf Riders are not nearly as powerful as the Boarboyz, but they have their own specialty. With a movement of nine (that's a mighty charge of 18) Wolf Riders are excellent at hit-and-run attacks, outflanking the enemy, and being a general nuisance to the foe.

Forest Goblin Spider Riders have the ability to scuttle over trees and to climb sheer surfaces without a problem. This unique ability allows them to outmanoeuvre the enemy and launch attacks from the least expected places.

The Orcs and Goblins of the plains also ride in wolf or boar pulled chariots - fast and deadly machines that can plow through enemy units.

GIANTS, TROLLS, AND OGRES

Joining the horde of greenskins in an Orc and Goblin tribe are a number of other creatures. Giants are huge, though not especially bright. They are bribed into joining an army with promises of a huge share of spoils - largely featuring food (cattle,

livestock, and even surviving enemy soldiers!) and drink! In battle Giants can devastate whole enemy units with a range of deadly (yet extremely amusing!) attacks.

Trolls are hideous and bestial creatures. There are many shapes and sizes, but in general it can be said that Trolls are twice man-sized. While not intelligent by any means, Trolls are fantastically strong. Not only are they tough, but Trolls can regenerate wounds making them amazingly hard to beat. As Trolls are subject to stupidity, it pays to put an Orc or Goblin leader with them, giving them some chance of doing exactly what you want them to do.

Orc Warlords may also choose the massive and well-muscled Ogres to join their army. Excellent fighters, Ogre units can smash even the toughest opposition.

WAR MACHINES

While Orc Warlords are not extremely bright, they are often completely fascinated with war machines. The chance to cause major wreckage and slay a large number of enemy troops at once is highly attractive to the Orcish mind. As with the whole Orc and Goblin army, there are a lot of choices here. Orcs can field Rock Lobbers and Bolt Throwers - standard machineries of destruction. Goblins supply the infamous Goblin Doom Divers - a small catapult that hurls a Goblin fitted out with makeshift wings (for flapping) and lots of cushions and padding. Using wings to guide his descent, the Goblins lands (and often splatters) causing fairly impressive carnage.

COLLECTING YOUR OWN ORC AND GOBLIN ARMY

Orcs and Goblins are without a doubt one of the most varied and powerful of all Warhammer armies. When everything works correctly, Orc and Goblin Armies are almost unstoppable - but on the other hand, Orc Warlords often toss their hands up as their units fight amongst themselves, Trolls go stupid and wander aimlessly, or any number of the strange troops and war machines malfunction: Goblin Fanatics crash back through friendly units, Doom Diver Catapults mislaunch, etc. Regardless of the outcome, it is always different, and always loads of fun.

If you are interested in fielding an Orc and Goblin army then the place to start is the Warhammer Armies Orc and Goblin book. Not only does this book contain all the colourful Orc background and history, but it also contains a complete bestiary of the many troop types, and a full army list.

As with all Warhammer Army books, this one has a full-colour section showing painted examples of many models. Games Designer (and famous Orc General!) Rick Priestley himself has also contributed a vastly informative tactics section that no Warlord-wanna-be should miss!